

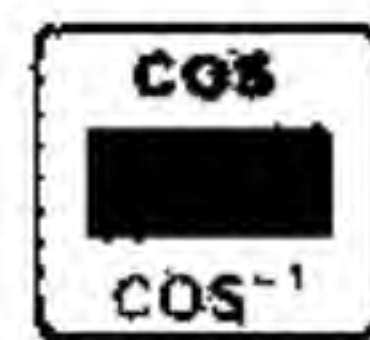

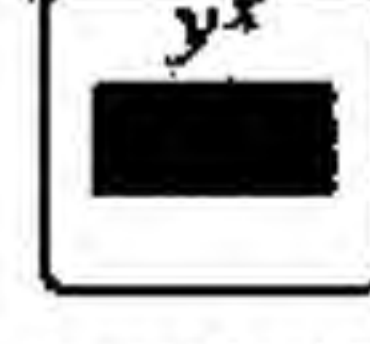


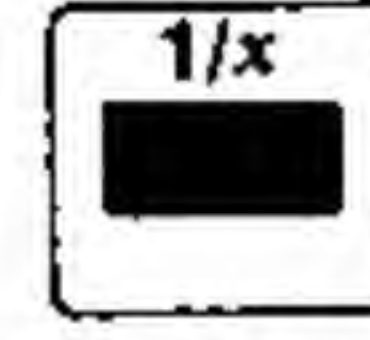
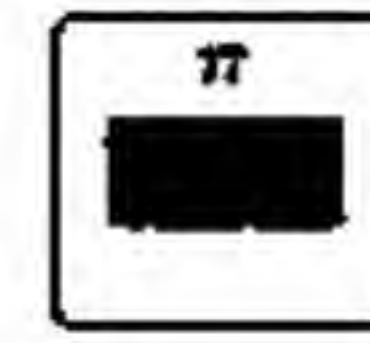
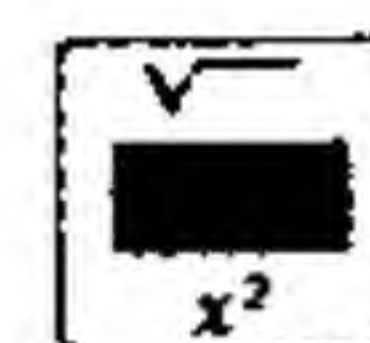

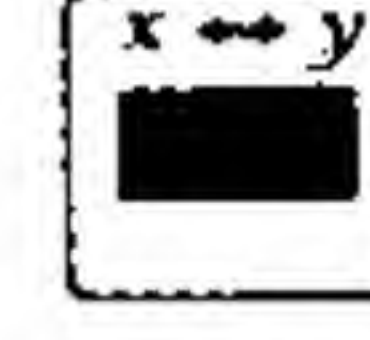

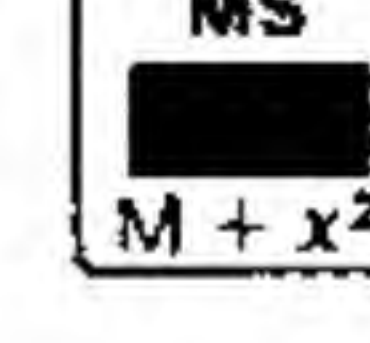


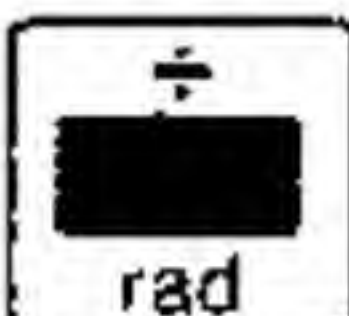
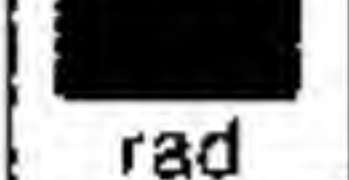

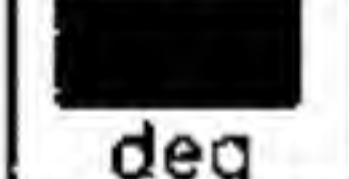
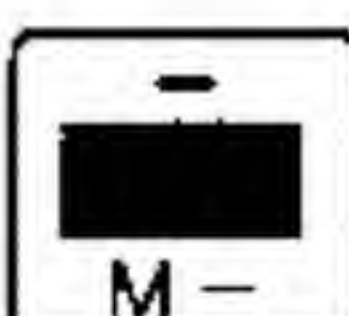
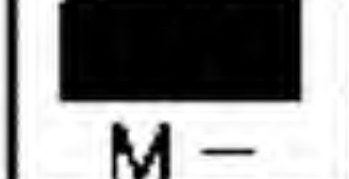
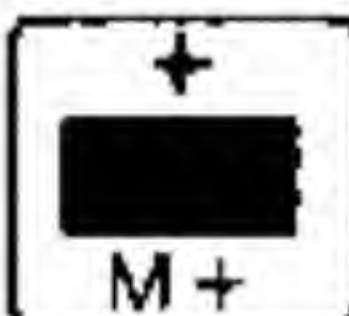
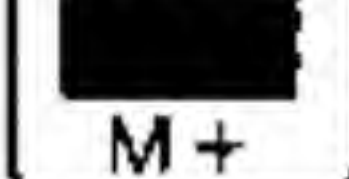


NOVUS Mathematician

NOTE: Any key referring to 'x' is referring to the number NOW in the display.
Any key referring to 'y' is referring to the number LAST in the display.

- 
 – accesses lower functions (the functions with yellow lettering) on the keys.
- 
 – computes the sine of the angle in the display.
 – computes the inverse sine (arc sine) of the number in the display.
- 
 – computes the cosine of the angle in the display.
 – computes the inverse cosine (arc cosine) of the number in the display.
- 
 – computes the tangent of the angle in the display.
 – computes the inverse tangent (arc tangent) of the number in the display.
- 
 – raises 'y' to the 'x' power.
- 
 – computes the natural antilogarithm of the number in the display (raises $e = 2.718281$ to the 'x' power).
- 
 – computes the natural logarithm of the number in the display.
- 
 – computes the reciprocal of the number in the display (divides 1 by 'x').
- 
 – enters Pi (π) = 3.1415926 into the display.
- 
 – computes the square root of the number in the display.
 – squares the number in the display.
- 
 – computes the common logarithm of the number in the display.
- 
 – exchanges the number now in the display with the number last in the display.
- 
 – recalls the contents of memory to the display.
- 
 – stores the number in the display in memory.
 – adds the square of the number in the display to the contents of memory.

-  – changes the sign of the number in the display.
-  – enters the number in the display into a working register ('y').
-  – divides 'y' by 'x'.
 – converts the number of degrees in the display to radians.
-  – multiplies 'y' by 'x'.
 – converts the number of radians in the display to degrees.
-  – subtracts 'x' from 'y'.
 – subtracts the number in the display from the contents of memory.
-  – adds 'x' to 'y'.
 – adds the number in the display to the contents of memory.

A Recap of Programming Tips

With LOAD/STEP/RUN in LOAD position:

1. Touch **[start]** to initialize the first program. Touch **[skip]** to initialize each subsequent program.
2. Touch **[halt]** to interrupt the program, whether to enter a variable or to display an intermediate result.
3. Touch **[del]** to delete a wrong program step entry.
4. To enter a constant, key in the desired number. It becomes part of the program.
5. Use actual data for variables and constants while writing your program. This will help you 'debug' your program.
6. **[CHS]** keyed in as part of a variable becomes part of the variable and must be entered as part of the variable each time a negative number is desired. **[CHS]** keyed in as part of a constant becomes part of the program.

With the LOAD/STEP/RUN switch in RUN position:

1. Touch **[start]** to begin execution of the first program. Touch **[skip]** to begin execution of the second program. Touch **[skip]** $n-1$ times to begin execution of the n^{th} program.
2. Touch **[start]** to resume execution of the program in progress after pausing at a **[halt]**.
3. Touch **[skip]** to skip the remainder of the current program and begin execution of the following program after pausing at a **[halt]**.

With the LOAD/STEP/RUN switch in STEP position:

1. If a program has been loaded in the machine, each touch of **[start]** will execute one program step.

NOVUS

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